



PACIFIC

INTRODUCTION

The secret treasure of Atlantis has haunted the minds and souls of explorers for centuries – that it exists there is no doubt, but where ? your task is to find it.

As you make the final checks on your diving suit and oxygen and run a test on your sub-aqua pistol you take a long look around the horizon. You know that the next time you see the sky you will be wealthy beyond all your dreams – either that or you will take your last breath 500 fathoms down and die trying.

THE SCREEN DISPLAY

On the bottom left of the screen is the oxygen supply. On the right, diving helmets show how many lives you have left. On the back of the diver is a yellow stripe indicating the last eight cartridges for his weapon.

THE CREATURES

All the fish are venomous and one touch is fatal. You can kill most creatures with one shot.

THE OBJECTS

Sextants:

Indicate your position. Touch them and press the fire button and a map will appear showing your position with a blinking spot. Player two's position is shown with a red blinking spot.

- Air pumps:** Recharge your oxygen reserve. To use it you must get just below it and rise slightly so that the pump handle moves up and down. Not all pumps are in working order.
- Doors:** These hide galleries where you can find ammunition (16 cartridges) and a magic lamp (3 lives). be careful of booby traps.
- Mines:** Don't touch - they hurt ! You can explode them by firing at them.
- Barrels:** Can be used to break through horizontal rock layers. A single shot at the barrel will make it explode but you only have a few seconds to get out of range.
- Lamp Post:** You're nearly there !

Other titles avialble in the French Collection from PSS/ERE include:

"GET DEXTER !"
DOOMSDAY BLUES
MACADAM BUMPER
CONTAMINATION

For full details send a S.A.E. to PSS, French Collection, 452 Stoney Stanton Rd, Coventry, CV6 5DG.